MISSION TO NEXUS PRIME

UEH Mission Voiceovers

by

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MISSION 1: WELCOME TO NEXUS PRIME

Lieutenant, this is Colonel Gray. We're reading nice landings from your group. Good job, and welcome to Nexus Prime.

Afraid you're not going to get much chance to settle in. You'll need to collect the rest of the force from the other three drop points while the techs start putting the blinkdoor together.

Watch out for any Rossh that might have spotted the landing, and be sure to clear out any native predators you run into.

You have your orders. Get to it.

30 sec.

MISSION 2: NOISY NEIGHBORS

We read your area as secured, lieutenant; nice work. The Stage 1 blinkdoor is operational, and we're going to start

sending you some buildtrucks and nuke hydrant pumpers. Mind you don't forget how unstable nuke juice can be.

On the downside, we've done an analysis on that last series of attacks, and we suspect there are one or more Rossh jumpstrike pads in your vicinity. I want you to take some units and find and neutralize them.

One other thing. That ice up there is fine for walking on, but not so good to drive over. Watch out for cracks, and don't let anything heavy sit still on the ice for long or you're likely to lose it.

You have your orders. Get to it.

43 sec.

MISSION 3: SOUVENIR HUNT

We've got a lead for you on some Precursor ruins, lieutenant---satellite spotted an E-mag anomaly near grid 42-Alfa Tango about an hour ago. You're going to have to move fast, though---the Rossh already have the beginnings of a base put together in the area. Unless you can find a way to sneak in around them, you'll probably have to stomp them to get to the place.

I just sent through those Hornet air troopers you asked for; they should be able to help you pinpoint the exact location of the ruins.

You have your orders. Good luck.

32 sec.

MISSION 4: BLINK OF AN EYE

I've read your report on the earthquake, lieutenant. As if this nutty planet isn't giving us enough trouble already. For whatever it's worth, it's probably giving the Rossh just as hard a time as it is us.

We've got the components for the Stage 2 blinkdoor through now. Once the techs have it up and running, we'll be able to

bring through some of the heavier stuff you and the rest of the line officers have been wanting.

Speaking of blinkdoors, I've got a slightly trickier job for you now. We've spotted a new Rossh base at grid 12-Bravo Foxtrot. Nothing new in that; except that this one seems to have a full-fledged Stage 1 blinkdoor attached to it. I want that blinkdoor, intact.

45 sec.

There is, unfortunately, one small catch. Among all of Dr. Noel's xenotechs, we've got only two who know how to shut down and disconnect a Rossh blinkdoor without wrecking it. You're going to have to get them into the Rossh base and to the blinkdoor if we're going to pull this off.

And watch out for the quakes and lava up there. We've lost enough stuff already, and Admiral Matome's threatening to start taking it out of my pay.

Get going, and good luck.

1.14 sec total

MISSION 5: TO PROVIDE FOR THE COMMON DEFENSE

Congratulations on a successful mission, Captain, and congratulations too on your promotion. The Rossh blinkdoor arrived safely at the Command Core, and the techs are studying it now. I've got some plans for this baby if we can get it running.

In the meantime, I've got something a little odd for you. We've spotted another Precursor ruin we want you to check out. The Rossh have put up a base nearby; but Noel's people say it's being run by a brood that hasn't yet engaged our forces---don't ask me how she can tell that. Bottom line: she thinks that if you can manage not to shoot any of them, there's an even chance they might just leave you alone.

You're the man in the field, so it's your call. But however you have to do it, get to that ruin and check it out.

48 sec.

MISSION 6: WE COME IN PEACE

I read your report on that last mission, Captain, and we've added those watchfuries to our list of things to look out for.

Noel's people aren't happy that you didn't bring back anything useful, but they're giving you a chance to redeem yourself. They've got another Precursor ruin they want you to take a look at, over in the volcanic area at grid 28-Sierra November. The Rossh are in the area, but we don't think they've gotten in yet; apparently, they're having a lot of trouble with the local critters. We'll see if you can do any better.

Good luck, and see if you can bring us back a nice present.

36 sec.

MISSION 7: BACK DOOR

Now, that is what I call delivering on a request, Captain. I'll have to remember to ask for special presents from my line officers more often. Noel's xenotechs have named this particular gadget a "nanite remote," and it seems to be capable of learning how to operate any given alien object.

We're going to see if we can use it to activate the Rossh blinkdoor you brought back from grid 12-Bravo Foxtrot. If we can, I'm going to use it to put you and your group down into the middle of a Rossh base.

Wait a minute, it's not quite that bad. If we do it right, you'll pop out at a secluded point where they won't notice you. From there, you can quietly capture some of their key buildings and bring in the rest of your heavy units. With luck, by the time they do notice you, you'll have enough of a beachhead set up that you'll be able to take down the rest of the base.

Okay, they've got the blinkdoor running. Get your gear, get moving, and good luck.

1.01 sec.

MISSION 8: BOND...JAMES BOND.

Good job, Captain. Your successes have caught the attention of Admiral Matope and the whole UEH Command upper echelon. Which of course means honor, glory, career advancement, and more of these hot-potato missions.

Speaking of which, here's your next one. The data you captured in that last raid pinpointed a base we think we can use to infiltrate a spy into their central command area. Problem is, there are several of their Broodmaster Grottos at this particular base, and we don't know which of them has the jumpstrike pad we need to get the spy to.

Your job's going to be to put together a big enough base to give the spy the intel support he needs to operate, and then get him to the right Grotto and jumpstrike pad. You can fight off any Rossh attacks, but be careful not to hit any of their grottos until the spy figures out which one has the jumpstrike pad he needs.

We're counting on you, Captain. Good luck.

57 sec.

MISSION 9: NO MAN IS AN ISLAND

Your usual superb job, Captain; congratulations. The spy's in place, and he's sending us some very interesting tidbits.

Among them is the curious fact that the Rossh have set up a base on a small group of islands at grid 68-Victor Zulu. You'll notice that that area's well outside any likely combat zones, which implies there's something else about those islands they want. Combat Rule Number 44: if the other side wants it, you probably want it, too. So get a force together, head out there, and see what they've found. And if we want it, take it away from them.

35 sec.

MISSION 10: WAGONS HO!

I'm glad to see you survived that blast, Captain. We could see a little of the flash all the way from here; from the

satellite pictures it looked like that whole group of islands went up when the nuke juice blew.

And it leaves us with a major mess on our hands. I don't know if you'd heard, but the explosion triggered an earthquake that wrecked half of my Command Core. That we can live with; what we can't live with is the fact that the quake also collapsed one edge of the valley where we wanted to build our Stage 4 blinkdoor. The techs say we might be able to compensate by building our own structure there, but that'll eat up a lot of time.

33 sec.

I've decided that it'll be more efficient to simply pick up and move. There's an alternate site for the Stage 4 at grid 18-Golf Echo, so we'll just bring through a bunch of buildtrucks and set up shop over there.

I know you've just been through a lot, Captain, but I want you to take charge of the main column. Get them safely to the new site so we can get this operation back on track.

Oh, and I'll also be putting a group of xenotechs in with you. There are some precursor ruins along the way you might want to check out; hopefully, you'll be able to find something useful. Lord knows we could use a break about now.

Anyway, good luck, get moving, and watch yourselves out on that ice.

1.15 sec total

MISSION 11: SHAKE AND BAKE

As Napoleon used to ask about his officers, "Never mind if he's good; is he lucky?" I'd say that last artifact you sent back dropped you squarely into that slot; and you know what Napoleon did with lucky officers. Congratulations, Major.

What you found was some sort of map showing the location of what the xenotechs are already referring to as the Precursor's ultimate ground weapon. It's called a seismic grenade; and from the description it looks as if it'll take down the Rossh Stage 4 blinkdoor and the valley they're setting it up in with a single, very loud, punch.

If we can get it in close enough; and if we can get hold of it in the first place. That's your next job: to take Dr. Noel to the site and get hold of that grenade. It's in a volcanic area, so watch out for quakes and lava.

Oh, and there's also mention on the map of some kind of Precursor defense the xenotechs say we haven't run into before. Unfortunately, they can't translate the word, so we don't know exactly what it is or what it does. But I'm sure you'll figure it out.

Good luck.

1.09 sec

MISSION 12: HIDE AND SEEK

I'm glad I got hold of you, Major. Put Noel and the seismic grenade aboard a transport and get the rest of your force over to grid 33-Yankee Charlie. The base we set up to find and neutralize the Rossh jamming arrays has come under heavy attack. I need you to first of all reinforce our units there and secure the area. Once you've done that, I want you to locate and destroy the jamming arrays so that we'll be able to tell which of the valleys in the area they're building their Stage 4 blinkdoor in.

Get moving, and good luck.

35 sec.

MISSION 13: LITTLE LOST LAMB

Well, Major, it looks like some of that luck of yours may be starting to run out. That transport you put Noel and the seismic grenade aboard should have had a clear path back to my Command Core. It didn't. Somehow, the Rossh sneaked a base onto that line; and they've now got both Noel and the grenade.

I know you've just been through a lot, but you're going to have to take this one, too. We've got a base of our own in the area that can give you support, but you and your team are the only ones who know what the blasted grenade looks like. So you're going to have to go in and get it and Noel out.

Preferably before the Rossh Savants figure out what they've got and how to work it.

Get going, and let's hope you've still got some of that luck left. You're going to need it.

48 sec.

MISSION 14: OPEN SESAME

You pulled it out, Major---I'm not sure how, but you did it. Congratulations. Maybe you've still got enough luck to qualify for another of Napoleon's promotions someday.

For a change, this next job should be fairly straightforward. We've got our main force about ready for the drive to their Stage 4 blinkdoor. Unfortunately, there's a Rossh base sitting right on top of the route we want to take.

The reason that base is there is that there are some Precursor ruins nearby. Given your previous record of finding useful artifacts, I've decided it's worth postponing our main attack long enough for you to set up a base in the area and see what you can find. Once the xenotechs have dug out whatever's there, bring in enough of a force to clear out that Rossh base so we can get through.

The end's in sight, Major, one way or another. Good luck.

56 sec.

MISSION 15: APOCALYPSE NOW

Okay, Colonel, this is it: everything we've fought for stands or falls right here and now. If we can knock out their Stage 4 blinkdoor, we can get ours on-line first and put our Nexus gate into orbit. If we can't...well, that's simply not an option.

We've got the spot marked where you need to set up the seismic grenade. Get it there in one piece, trigger it, and make sure it stays there long enough to blow.

Let's do it.

32 sec.